



# 2008 NORTH DAKOTA DEER HUNTING GUIDE

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*This guide is provided for informational purposes and is not intended as a complete listing of regulations. For more specific information on regulations and laws, visit the Game and Fish Department website (for season proclamations) or for North Dakota state laws go to [www.legis.nd.gov/cencode/T201.html](http://www.legis.nd.gov/cencode/T201.html).*

## NEW FOR 2008 – SUMMARY OF CHANGES FROM LAST YEAR

- Total deer gun licenses available increased from 148,550 to 149,400.
- Total mule deer licenses available increased from 8,350 to 8,600.
- Total muzzleloader licenses available increased from 2,804 to 2,816.
- A 7-day September antlerless deer gun season in units 2C and 2D will run from Sept. 26 through Oct. 2.

## SEASON DATES, TIMES, OPEN AREAS

### • DEER BOW

**Opens:** Aug. 29 (12 noon Central Daylight Time)

**Closes:** Jan. 4

**Areas:** Statewide

**Restrictions:** See Special Herd Reduction Deer Bow Seasons. Orange clothing required of all bowhunters during regular gun season and of bowhunters in units 2C and 2D during September antlerless deer gun season. Nonresidents – Restricted to species of deer described on license. Nonresidents are not allowed to hunt deer with a bow on Game and Fish Department wildlife management areas or Private Land Open to Sportsmen (PLOTS) areas from Oct. 11-17, 2008.

### • YOUTH DEER

**Opens:** Sept. 12 (12 noon Central Daylight Time)

**Closes:** Sept. 21

**Areas:** Statewide

**Restrictions:** Any deer is legal except in units 3B1, 3B2, 4A, 4B, 4C, 4D, 4E and 4F a special restricted license is required to hunt antlered mule deer. No unit restrictions except those possessing restricted antlered mule deer licenses for units 3B1, 3B2, 4A, 4B, 4C, 4D, 4E and 4F must hunt in their unit the entire season. Orange clothing required.

### • DEER GUN

**Opens:** Nov. 7 (12 noon Central Standard Time)

**Closes:** Nov. 23

**Areas:** All units

**Restrictions:** Restricted to type of deer and unit described on license. Type of deer includes species and sex. See map on back for unit descriptions. Note exception for white-tailed deer hunters in units 4B, 4C, 4D and 4E (see below). Orange clothing required.

### • MUZZLELOADER

**Opens:** Nov. 28 (12 noon Central Standard Time)

**Closes:** Dec. 14

**Areas:** Statewide

**Restrictions:** Restricted to antlered or antlerless white-tailed deer only as described on license. No unit restrictions. Orange clothing required.

### • SEPTEMBER ANTLERLESS DEER GUN

**Opens:** Sept. 26 (12 noon Central Daylight Time)

**Closes:** Oct. 2

**Restrictions:** Restricted to units 2C and 2D antlerless license holders only. Hunters must stay in assigned unit (2C or 2D). Orange clothing required.

## HUNTING HOURS

**HUNTING HOURS** are 30 minutes before sunrise to 30 minutes after sunset except opening day. Hunters must cease any hunting activity, leave any stand or blind, and must be in the process of leaving the field at the close of shooting hours.

## LICENSES AVAILABLE BY SEASON

**Deer Bow** – Resident – not limited. Nonresident bow licenses valid for any white-tailed deer statewide are not limited. Nonresident any-deer bow licenses, valid for any deer, are limited to 1,252, a number equal to 15 percent of the total mule deer gun season licenses made available during the previous year.

**Youth Deer** – Restricted youth (type I) antlered mule deer licenses (valid for any deer including antlered mule deer) are limited as follows: unit 3B1-50, 3B2-25, 4A-45, 4B-65, 4C-50, 4D-55, 4E-35, and 4F-20. Regular youth (type H) licenses are valid statewide for any deer (except antlered mule deer in units 3B1, 3B2, 4A, 4B, 4C, 4D, 4E and 4F) and are not limited. If the licensee is unsuccessful in harvesting a deer during the youth deer season, **the license will also be valid during the regular deer gun season.** Restricted youth antlered mule deer licenses are valid only for the specific unit during either season.

**Deer Gun** – No more than 149,400 licenses will be issued. Special permits designating type of deer and unit are a part of the gun license.

**Muzzleloader** – State law allows 2 percent of the total number of white-tailed deer gun licenses available each year to be issued as muzzleloader licenses. For 2008, 2,816 total muzzleloader licenses may be issued, one half (1,408) as antlered whitetail and one half (1,408) as antlerless whitetail. Muzzleloader licenses are valid statewide.

## ATTENTION WHITE-TAILED DEER HUNTERS IN UNITS 4B, 4C, 4D AND 4E

White-tailed deer license holders for units 4B and 4C must hunt in their assigned unit for the first 2-1/2 days (Nov. 7-9). For the remainder of the season they may hunt either or both units.

White-tailed deer license holders for units 4D and 4E must hunt in their assigned unit for the first 2-1/2 days (Nov. 7-9). For the remainder of the season they may hunt either or both units.

## ELIGIBILITY

**Who May Apply** – Residents and nonresidents are eligible for deer bow, deer gun, and muzzleloader seasons. Resident first-time deer gun hunters ages 14 and 15 who have never received a deer gun license are eligible to receive a youth deer license. (Youth who turn age 14 between the opening date of the youth deer season and the opening date of the regular deer gun season may apply for and receive a special youth deer license but may hunt only during the regular deer gun season.)

**Hunter Education Requirement** – Hunters born after Dec. 31, 1961, must have passed a certified state or provincial hunter education course in order to purchase a North Dakota hunting license. Persons who hunt only on land they own or operate are exempt from this requirement.

**Minimum Age** – The minimum age to purchase a youth deer, deer gun or muzzleloader license is 14 on opening day of the season. Anyone under age 15 afield with firearms must be under direct supervision of a parent, guardian, or adult authorized by their parent or guardian.

**Nonresidents** – State law allocates nonresidents 1 percent of deer gun and muzzleloader licenses available in any unit (through the second deer gun lottery). One half of the nonresident allocation of antlered white-tailed deer licenses, up to a maximum of 100 licenses, are available to licensed guides or outfitters. Nonresidents may apply for a deer gun license after the second lottery at a fee of \$50. Nonresident full-time students living in North Dakota, who are attending a state or tribal college or a private institution of higher education, may qualify for nonlottery resident licenses. Contact the Department for details.

**Military** – North Dakota residents who are on active duty with the National Guard or Reserve and who were stationed outside of the state during the initial 2008 deer gun lottery are eligible to purchase one deer gun license for a white-tailed deer in a unit of their choice. Also, North Dakota residents who were on active duty with the U.S. Armed Forces and stationed outside of the state during the 2007 deer gun season and therefore were unable to participate in the season, are eligible to purchase one deer gun license for any deer in a unit of their choice.

## LICENSES

**General** – Licenses must be signed in ink and are nontransferable. No person may give away, barter or sell an issued license.

**Deer bow** – All resident licenses, and nonresident licenses for **white-tailed deer** only, are issued by county auditors, license vendors, the Department, or by calling 800-406-6409. Nonresident **any-deer** licenses are issued on a first-come, first-served basis only from the Department's Bismarck office. It is illegal to buy more than one deer bow license per season.

**Youth deer** – Licenses are issued only through the Department's Bismarck office. The deadline for submitting a restricted youth antlered mule deer lottery application was June 4, 2008. The deadline for submitting regular youth season applications is Sept. 1, 2008.

**Deer gun** – Licenses are issued by a weighted lottery. The deadline for submitting lottery applications was June 4, 2008. Any remaining licenses are also issued by lottery, or on a first-come, first-served basis. Check with the Department for details.

**Muzzleloader** – Licenses are issued by a weighted lottery. The deadline for submitting applications was June 4, 2008.

**Resident Gratis and Nonresident Landowner** – Licenses are available to residents and nonresidents who own, or residents who lease for agricultural purposes and actively farm or ranch, at least 160 acres of land located in an open hunting area. These licenses are valid only upon land described on the license. The resident gratis or nonresident landowner license may be used during the deer bow, deer gun or muzzleloader seasons until the license is filled. Resident gratis and nonresident landowner licenses are issued only through the Department's Bismarck office and are subtracted from the maximum number of deer gun licenses available (nonresident landowner from the one percent allocation), for each unit. A resident who holds a valid lottery license to hunt deer may hunt the same species and sex of deer, for which that person's license is valid, on land in an adjoining unit for which that person would be eligible for a resident gratis deer license. A person, that person's spouse, and their children who have a gratis deer license may hunt together on any qualifying land described on any of their licenses provided they hunt within the same unit in which their described land is located. No other licenses are required for resident gratis licensees.

## License Fees:

Resident Deer Bow (16 years of age and older) .....	\$20.00
Resident Deer Bow (under 16 at time of purchase) .....	\$10.00
Nonresident Deer Bow .....	\$200.00
Youth Deer (residents 14 and 15 years of age at time of application) .....	\$10.00
Resident Deer Gun or Muzzleloader (16 years of age and older) .....	\$20.00
Resident Deer Gun or Muzzleloader (under 16 at time of application) .....	\$10.00
Nonresident Deer Gun, Muzzleloader, or Landowner .....	\$200.00
<i>(Nonresident deer gun applicants also pay a nonrefundable application fee of \$5.)</i>	

**Other Licenses Required** – In addition to the deer license, hunters must also possess a fishing, hunting and furbearer certificate (\$1 for residents and \$2 for nonresidents) and a general game and habitat license (\$13) or combination license (\$32). All stamps must be affixed to the back of a licensee's fishing, hunting, and furbearer certificate. Stamps and licenses must be signed in ink.

## ORANGE CLOTHING REQUIREMENTS

All big game hunters, including bowhunters, are required to wear orange clothing while the regular deer gun season is in progress. All youth deer season, September antlerless deer gun season and muzzleloader season hunters are required to wear orange clothing. **Legal orange clothing is a head covering and outer garment above the waistline of solid daylight fluorescent orange color, totaling at least 400 square inches.**

## HUNTING BIG GAME OVER BAIT

Hunting big game over bait on Department wildlife management areas is prohibited. Hunting over bait is defined as the placement and/or use of bait(s) for attracting big game and other wildlife to a specific location for the purpose of hunting. Baits include but are not limited to grains, minerals, salts, fruits, vegetables, hay or any other natural or manufactured foods. The designation does not apply to the use of scents and lures, water, food plots, standing crops, or livestock feeds being used in standard practices.

Hunting over bait is also not allowed on all U.S. Fish and Wildlife Service national wildlife refuges and waterfowl production areas; all North Dakota state school lands; and all North Dakota state park lands.

## TRANSPORTATION AND STORAGE

License holders must accompany their own game animal, or parts thereof, (excluding hide) during transportation, except that a permit for the transportation of game may be issued by the Department upon request. Game may be shipped by common carrier in receipt of proper bill of lading. A deer carcass must be accompanied by the head to the final place of storage. No resident of the state may ship big game or parts thereof (other than hides) out of the state without a permit from the Department. It is illegal to possess or transport another's game animal or parts thereof (excluding hide) without the license holder accompanying or as otherwise permitted. Processed and packaged meat (cut, ground and wrapped meat) of legally harvested game may be gifted to another. Unprocessed, unpackaged meat of legally harvested game may be gifted as follows: 1) Prior to reaching the licensee's permanent residence a transportation permit must be obtained and accompany the game meat; 2) After reaching the licensee's permanent residence if accompanied by the carcass tag of the person who harvested the game. Commercial processors and common carriers (shipping companies, commercial meat processors, and taxidermists) may possess any person's legally taken possession limit of game. The carcass tag from the individual's license shall accompany the carcass through processing and must be returned to the individual to be kept until the meat is consumed or until March 31, 2009.

It is illegal to possess any deer, or "parts thereof," without first obtaining a license or permit issued through the Department. Natural sheds are not considered "parts thereof." Therefore, a license or permit is not required to possess natural sheds.

## TAGGING REQUIREMENTS

**IMMEDIATELY** after an animal has been killed, the hunter must indicate the date of kill by cutting out the appropriate month and day from the tag provided with the license, and attach it to the base of the antler on antlered deer, or in a slit in the ear on antlerless deer as illustrated on the tag backing. The tag, when properly placed, shall remain with the antlers or head until March 31, 2009. After the antlers, head, or hide have been removed from the carcass, the carcass tag shall remain with the carcass or processed meat until consumed or until March 31, 2009. No person may reuse or attempt to reuse any tag issued. When any part of an animal is mounted, if the tag is removed from the antlers or ear, the tag must be securely fastened to the back or bottom of the mount and remain there. Tags are not transferable.



## BAG LIMIT

- Any deer with at least one visible antler is considered an antlered deer.
- Resident deer bow license holders may take and possess one deer of any species, sex or age per season, except as stated previously for special deer bowhunting areas.
- Nonresident deer bow license holders may take and possess one deer of the type described on their license.
- Restricted youth antlered mule deer license holders may take and possess one deer of any species, sex or age and must hunt only in their specific unit.
- Regular youth deer license holders may take and possess one deer of any species, sex or age, except that they may not take antlered mule deer in units 3B1, 3B2, 4A, 4B, 4C, 4D, 4E and 4F.
- Deer gun license holders may take and possess one deer of the type described on their license. **Party hunting is not allowed.**
- Muzzleloader license holders may take and possess one white-tailed deer of the type described on their license.
- Resident gratis and nonresident landowner license holders may take and possess one deer as described on their license. Additional concurrent season licenses may be issued for antlerless deer only.

## FIREARMS AND ARCHERY EQUIPMENT

**Deer Bow Season** – A bow must be pulled, held, and released by hand. Any release aid may be used providing it is hand operated, the shooter supports the draw weight of the bow, and the release is not attached to any part of the bow other than at the bowstring. A compound bow used for hunting deer must have at least 35 pounds of draw at 28 inches or less draw length. Recurve and long bows used for hunting deer must have at least 35 pounds of draw at 28 inches. Arrows must be at least 24 inches long, tipped with a metal broadhead, with at least two sharp cutting edges, and have a cutting diameter of at least 3/4 inch (i.e., not able to pass through a 3/4 inch ring). It is illegal to hunt big game with barbed arrows. Broadheads with mechanical or retractable blades not manufactured to stay open are legal. Telescopic sights, range finding devices, battery-powered or electronically lighted sights or other electronic devices attached to the bow, or the arrow, are not permitted. Handheld range finding devices are legal. Arrows capable of causing damage or injury in excess of that inflicted by the cutting edges of the broadhead are prohibited (e.g., explosive arrow points, arrows tipped with drugs or chemicals, and pneumatic or hydraulic shafts are illegal). No firearms, except handguns, may be in the hunter's possession while hunting with a deer bow license. However, handguns may not be used in any manner to assist in the harvest of a deer with an archery license.

**Youth Deer Season** – All firearms and archery equipment allowed during the regular deer gun season are legal during the youth deer season. In addition, each youth licensee must be accompanied by at least one unarmed parent, guardian, or adult authorized by their parent or guardian. (No licensee hunting in the field during the youth deer season may be accompanied by a nonlicensee carrying a firearm or bow and arrow. A nonlicensee is a person not having a youth deer season license.) Quadruplegs of any age having a regular deer season lottery license may also hunt during the youth deer season but are restricted to the type of deer and unit as described on their license.

**Deer Gun Season** – Centerfire rifles of .22 to .49 caliber, and muzzle-loading rifles of .45 caliber or larger, are legal for deer. Centerfire rifles of .50 caliber or larger using smokeless powder are prohibited. Rifles must have a minimum barrel length of 16 inches. Rifled slugs or patched round balls of 20 gauge or larger are legal for shotguns and muzzleloaders. Minimum barrel length of shotguns is 18 inches. Handguns must have a minimum barrel length of 4 inches and be .35 caliber or larger. In addition, any centerfire handgun designed to fire a legal rifle cartridge is legal. All legal bow equipment as listed in the deer bow season section is legal during the deer gun season. Fully automatic firearms, full metal jacketed bullets, or altered projectiles are prohibited.

### Areas Closed To Hunting With Centerfire Rifles

During the open deer gun season only handguns, shotguns with rifled slugs, legal muzzleloading firearms and legal bow equipment may be used for taking deer on the following areas:

- A.) That portion of unit 2L starting where ND Highway 19 meets the east shore of Six Mile Bay on Devils Lake, then south and east along the north shore of Devils Lake to the South Creel Township line, then north to ND No. 19, then west on ND Highway 19 to the point of origin, except Camp Grafton where a limited number of special permits will be issued to disabled veterans. Check with the Barnes County Veterans Service office for details – (701) 845-8511.
- B.) The areas north and south of Bismarck described as follows: In unit 3B3, starting on ND Highway 1804 at the north boundary of the

Double Ditch Indian Village site, then south on ND Highway 1804 to the junction with the road known as River Road, then south on River Road to the Bismarck city limits, then west to the west bank of the Missouri River, then following the west bank of the Missouri River to a point directly west of the north boundary of the Double Ditch Indian Village site, to include river islands and sand bars, then east to the point of origin. In unit 3C, an area commencing where the southwest boundary of the city limits of Bismarck joins the east bank of the Missouri River, then following the city limits of Bismarck easterly to the point where it meets the west bank of Apple Creek in the northeast one-quarter of Section 26, Township 138 North, Range 80 West, then following the west bank of Apple Creek in a general southwest direction to its junction with the north boundary of Apple Creek Wildlife Management Area and then west and south along the WMA boundary to the Missouri River, then following the east bank of the Missouri River to the point of origin.

- C.) That portion of unit 3C starting on ND Highway 1806 from Mandan city limits south to a point directly west of the mouth of the Heart River. Then east to the west bank of the Missouri River, then northerly along the west bank of the Missouri River to Mandan city limits and then west along Mandan city limits to the point of origin.
- D.) Approximately 171 acres so posted in unit 3B1 within sections 2, 10, and 11, Township 151 North, Range 104 West in McKenzie County.
- E.) Those wildlife management areas posted with firearms restrictions at major access points.

**Muzzleloader Season** – Muzzleloading long guns of .45 caliber or larger, and handguns .50 caliber or larger, loaded through the muzzle, with flint or percussion ignition, firing black powder or black powder substitutes are legal. Smokeless powders are not legal. Telescopic sights are prohibited. No magnification (1x) scopes are legal.

### Other Firearms/Archery Equipment Restrictions

- Crossbows are not legal, except with a permit from the Game and Fish director. Contact the Department for additional information on crossbow regulations.
- It is illegal to go afield with a firearm or bow and arrow while intoxicated.
- Firearms must be unloaded and encased while within the boundaries of any national park.

## AIRCRAFT, MOTOR-DRIVEN VEHICLES, LIGHTS

- It is illegal to use aircraft for spotting game 72 hours prior to and during the hunting season. A licensee cannot hunt the same day they are airborne over their hunting unit with the exception of their scheduled passenger airline flight. It is illegal to drive, concentrate, rally, raise, stir up, spot or disturb game with aircraft.
- Motor-driven vehicles may not be used to pursue game and may not be used to retrieve a big game animal until the animal has been taken into possession and legally tagged.
- It is illegal to shoot with bow and arrow or firearm while in or on a motor-driven vehicle.
- It is illegal to carry a firearm in or on a motor-driven vehicle with a cartridge in the chamber. The entire cylinder of a revolver is considered the chamber, requiring the revolver to be completely unloaded. It is illegal to carry any muzzleloading firearm in or on a motor-driven vehicle with a percussion cap or primer on the nipple or powder in the flash pan.
- Motor-driven vehicles may be used only on established roads or trails. *Exception: After a deer has been killed and properly tagged, a motor-driven vehicle may be used to make the retrieve by leaving the established road or trail and proceeding to the carcass by the shortest accessible route, and returning to the road or trail immediately by the same route.* Motor-driven vehicles may not be used off established roads and trails for retrieval on state wildlife management areas, U.S. Forest Service national grasslands, Bureau of Land Management lands, federal waterfowl production areas, federal refuges, state school lands, and any areas where motor-driven vehicles are restricted. Except for persons having a special disability permit, no person may use a motor-driven vehicle while in the process of hunting deer or aid another in the process of hunting deer including travel to and from the hunting location unless the motor-driven vehicle is on an established road or trail.
- Established roads or trails do not include temporary trails made for agricultural purposes.
- No person may use motor-driven vehicles to retrieve big game on North Dakota Game and Fish Department Conservation PLOTS (Private Land Open To Sportsmen) property without permission from the landowner or if the land is posted with signs granting vehicle access. These areas are available for walking public access through written agreements with private landowners. The boundaries of these properties are identified by large yellow triangular signs.

- It is illegal to engage in shining for big game with any artificial light for the purpose of locating or observing big game between sunset of one day and sunrise of the next. State law prohibits any harassment of big game animals that is not provided for in the law.
- The use of night vision equipment or electronically enhanced light gathering optics for locating or hunting game is illegal.

## AREAS CLOSED TO HUNTING

Federal or state properties such as refuges, sanctuaries, military installations, parks\*, or historic sites posted to no trespassing or no hunting are closed to the hunting of deer.

*\*(Exception: Portions of Fort Stevenson State Park in Unit 3A3 will be open during the deer bow season. Contact the park office for details – (701) 337-5576.)*

*\*(Exception: Grahams Island State Park in Unit 2L. In addition to a Unit 2L deer hunting license, a special park permit will be required.)* Special restrictions will be required when hunting in the park. Contact the park office for additional information and for obtaining permits – (701) 766-4015.

Also closed for the deer gun and muzzleloader seasons is that portion of unit 2L starting at the junction of U.S. Highway 2 and ND Highway 20, then south along ND Highway 20 and ND Highway 57 to the north shore of Devils Lake, then northwest along the north shore of Devils Lake to the west edge of South Creel Township, then north along the township line to ND Highway 19, then east along ND Highway 19 to its junction with US Highway 2, then southeast along US Highway 2 to the point of origin, except Camp Grafton where a limited number of special permits will be issued to disabled veterans. Check with the headquarters at Camp Grafton for details – (701) 662-0200.

State school land is open to public access including hunting unless posted with State Land Department signs. Contact the State Land Department for additional information regarding state school lands.

When hunting near boundaries of closed refuges, sanctuaries, military installations, parks or historic sites – make sure you are familiar with any retrieval restrictions that may apply.

## POSTING AND TRESPASS

- Only the owner or tenant of any land may post it by placing signs giving notice that no hunting is permitted on the land. The name of the person posting the land must appear on each sign in legible characters. The signs must be readable from the outside of the land and must be placed conspicuously not more than 880 yards apart. As to land entirely enclosed by a fence or other enclosure, posting of signs at or on all gates through the fence or enclosure constitutes a posting of all the enclosed land.
- Hunting on posted lands without permission from the owner or tenant is illegal and punishable by suspension of hunting, fishing and trapping privileges for a period of at least one year.
- Any person may enter upon legally posted land (without a firearm or bow) to recover game shot or killed on land where he/she had a lawful right to hunt.
- It is illegal to hunt in unharvested crops, including alfalfa, clover and other grasses grown for seed, without the owner's consent. Sprouted winter wheat is considered an unharvested crop.
- It is illegal to deface, take down or destroy posting signs.
- Failure to close gates upon exit or entry is a criminal violation punishable by forfeiture of hunting licenses.
- It is illegal to hunt upon the premises of another within 440 yards of any occupied building without the consent of the person occupying the building. This does not prohibit hunting on land owned by neighbors (private or public) even if the land is less than 440 yards from the occupied building.

## ROAD RIGHTS OF WAY

Do not hunt on road rights of way unless you are certain that they are open to public use. Most road rights of way are under the control of the adjacent landowner and are closed to hunting when the adjacent land is posted closed to hunting.

## WANTON WASTE

No person shall kill, cripple, waste, destroy, spoil, or abandon the edible flesh of any big game animal without making a reasonable effort to retrieve and retain the big game animal in his/her actual custody, at the place where taken and between that place and either (a) his/her permanent residence (b) a taxidermist (c) a common carrier or (d) a commercial processor.

**“Edible Flesh”** (big game animals) is both front quarters, both hind quarters and back straps but does not include meat ruined by bullet or natural causes.

## USE OF ANIMALS AND TREE STANDS

**Animals** – It is unlawful to use any animal except horses or mules as an aid in the hunting or taking of big game.

**Tree Stands** – No person may construct or use a permanent tree stand or permanent steps to a tree stand on any state wildlife management area, U.S. Fish and Wildlife Service national wildlife refuge or waterfowl production area. Portable tree stands and portable steps, and natural tree stands may be used. Portable tree stands and portable steps are defined as those which are held to the tree with ropes, straps, cables, chains or bars. The use of nails, wire, screws or bolts to attach steps or a stand to a tree is prohibited on U.S. Fish and Wildlife Service national wildlife refuges and waterfowl production areas. Screw-in steps (allowed on state wildlife management areas) are those that are screwed into the tree by hand without the aid of any tools. Ladder type stands which lean against the tree are portable stands. A notched board placed in a tree crotch is a portable stand. Natural stands are those crotches, trunks, down trees, etc., where no platform is used. Tree stands do not preempt hunting rights in the vicinity of the tree stand. Tree stands and steps may not be put up on state wildlife management areas before Aug. 20, 2008, and they shall be taken down by Jan. 10, 2009. Stands and steps not removed by Jan. 10, 2009, are considered abandoned property and are subject to removal and confiscation by the Game and Fish Department. Tree stands must be removed daily on national wildlife refuges. Portable tree stands on waterfowl production areas may be used in accordance with state regulations.

## NATIONAL WILDLIFE REFUGES

National wildlife refuges open to deer hunting during the youth deer season include: Arrowwood, Chase Lake, Des Lacs, J. Clark Salyer, Long Lake, Lostwood, Lake Alice, Lake Nettie, Sibley Lake, Slade, Tewaukon, Upper Souris and Zuhl. Youth hunters are required to contact refuge headquarters for permission and details.

Certain national wildlife refuges may be open to deer hunting during the bow and muzzleloader seasons. Contact refuge headquarters for details. Some national wildlife refuges will be open during the deer gun season (see table below), including some requiring a special refuge permit which controls the amount of access during the season. Special refuge permits are determined by lottery and must be applied for through the initial lottery drawing process. To receive a special refuge permit, an individual must first be successful in drawing a unit permit.

On national wildlife refuges and waterfowl production areas, hunting with horses or mules is prohibited and the distribution of bait and hunting over bait is also prohibited.

### REFUGES OPEN DURING DEER GUN SEASON

REFUGE	PERMITS	UNIT
Upper Souris NWR (701) 468-5467	125 Antlered	3A2
Tewaukon NWR (701) 724-3598	15 Antlered	2G2

**RESTRICTIONS** – Only holders of refuge permits may hunt antlered deer on the refuge. Refuge permit holders may hunt off the refuge anywhere in the unit. No refuge permit required to hunt antlerless deer.

J. Clark Salyer NWR (701) 768-2548	175 Antlered	3A4
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**RESTRICTIONS** – Only holders of refuge permits may hunt antlered deer on the refuge and permit holders may not hunt off the refuge. No refuge permit required to hunt antlerless deer.

Arrowwood NWR (701) 285-3341	No refuge permit required.	2F2
Audubon NWR (701) 442-5474	No refuge permit required.	2K1
Chase Lake NWR (701) 752-4218	No refuge permit required.	2J2
Des Lacs NWR (701) 385-4046	No refuge permit required.	3A2/3A3
Lake Alice NWR (701) 662-8611	No refuge permit required.	2E
Lake Nettie NWR (701) 442-5474	No refuge permit required.	2K1
Lake Zuhl NWR (701) 965-6488	No refuge permit required.	3A1
Long Lake NWR (701) 387-4397	No refuge permit required.	2I
Lostwood NWR (701) 848-2722	No refuge permit required.	3A1
Slade NWR (701) 387-4397	No refuge permit required.	2I
Sibley Lake NWR (701) 845-3466	No refuge permit required.	2F1

**RESTRICTIONS** – Open for entire season for hunters possessing a license in the unit.

## LEAD IN VENISON

Earlier this year, the North Dakota Department of Health participated in a small study that identified the presence of lead fragments in some venison donated to three North Dakota food pantries. Since then, other states have conducted similar research and found similar results. More information on this issue is available on the North Dakota Department of Health website at <http://www.health.state.nd.us/lead/venison/>. The Game and Fish Department will also post more information on its website as it becomes available.



## FIRE DANGER INDEX

Fire danger indexes provide an indication of wildland fire potential.

Fire danger indexes are calculated considering temperature, humidity, wind speed, cloud cover and vegetative condition, and are classified as **Low, Medium, High, Very High, or Extreme.**

Fires are more likely to occur on higher index days. Certain outdoor activities may be prohibited when a fire danger index is considered **Very High** or **Extreme.**

Hunters are asked to be aware of current fire danger indexes. Updated information is available through NOAA Weather Radio, the National Weather Service at [www.crh.noaa.gov/bis/](http://www.crh.noaa.gov/bis/), or from a county sheriff's office.

## ADDITIONAL CONCURRENT SEASONS

If the Game and Fish director determines after the regular lottery that an adequate number of licenses remain unissued, additional seasons may be proclaimed for antlerless deer only and they would run concurrently with the regular gun, muzzleloader and bow seasons. Additional concurrent season licenses may be used during any open season provided the unit, sex, and species printed on the license is adhered to. Only firearms or bows legal during the appropriate season time frame may be used. Youth under age 14 may purchase a first-come, first-served (concurrent season) deer license and use legal archery equipment to harvest a deer.

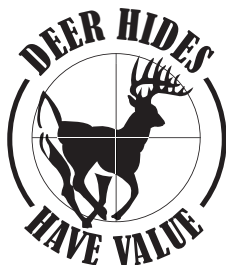
## SPECIAL HERD REDUCTION DEER BOW SEASONS

**A.)** Antlerless white-tailed deer permits (available from the Department's Bismarck office) will be issued for portions of the city of Bismarck, and private land in Burleigh County located adjacent to the city of Bismarck, starting where the southwest boundary of the city limits of Bismarck joins the east bank of the Missouri River, then following the city limits of Bismarck easterly to the point where it meets the west bank of Apple Creek in the northeast one-quarter of Section 26, Township 138 North, Range 80 West, then following the west bank of Apple Creek in a general southwest direction to its junction with the north boundary of Apple Creek Wildlife Management Area and then west and south along the WMA boundary to the Missouri River, then following the east bank of the Missouri River to the point of origin. Three special concurrent seasons will run from Aug. 29, 2008 – Jan. 31, 2009. (Hunters possessing a regular bow season license may use that license only during the regular deer bow season.) Hunters who desire to hunt within the city limits of Bismarck must receive trespass permits from the Bismarck Chief of Police. Contact the Bismarck Police Department for additional information – (701) 223-1212.

**B.)** Two special concurrent experimental deer bow seasons will be held in portions of the city of Fargo and adjacent areas, including privately owned land. A maximum of 90 antlerless deer bow permits (available from the Department) will be issued for hunting in the city of Fargo and adjacent areas. The bag limit shall be two antlerless white-tailed deer for each Fargo City Deer Management Permit. Specific details, including season dates and areas open to hunting, will be determined by the city of Fargo. Hunters who desire to hunt within the city limits of Fargo must receive a Deer Management Permit from the city of Fargo prior to being issued licenses from the Game and Fish Department. Hunters must submit applications to the Department's Bismarck office along with a copy of their Fargo City Deer Management Permit and \$20 for each license. Any unissued permits remaining after Nov. 3, 2008, can be purchased by FCDMP holders on a first-come, first-served basis.

**C.)** A maximum of 25 antlerless deer bow permits (available from the Department's Bismarck office) will be issued for hunting at the USDA-ARS Northern Great Plains Research Lab in Mandan. This special concurrent season will run from Aug. 29, 2008 through Jan. 31, 2009. Applicants must first obtain a permit from USDA-ARS and can apply only through their website at [www.mandan.ars.usda.gov](http://www.mandan.ars.usda.gov).

Contribute your deer hide to  
a local collection point for  
the charity of your choice.



## HUNTING BY NONTRIBAL MEMBERS ON NORTH DAKOTA INDIAN RESERVATIONS

If an individual hunts exclusively on Indian lands within an Indian reservation, a tribal license is required and a state hunting license is not required. Hunting on nontribal lands within an Indian reservation requires a state hunting license. Game taken legally with a tribal license within an Indian reservation may be possessed and transported anywhere in North Dakota.

Portions of some units are located on Indian reservations. Contact reservation tribal offices for more information.

- **Fort Berthold.** Game and Fish Department, 404 Frontage Road, New Town, ND 58763, (701) 627-4760.
- **Standing Rock.** Game and Fish Department, Box D, Fort Yates, ND 58538, (701) 854-7236.
- **Turtle Mountain.** Department of Natural Resources, Box 570, Belcourt, ND 58316, (701) 477-2600.
- **Spirit Lake.** Fish and Wildlife Department, Box 359, Fort Totten, ND 58335, (701) 766-4221.



### RAP (REPORT ALL POACHERS) PROGRAM.

*This program encourages reporting of wildlife violations. Callers can remain anonymous if they prefer, and rewards*

*range from \$100 to \$1,000 depending on the nature and seriousness of the crime. Call 800-472-2121. Call this number only to report game and fish violations. Note: If calling from outside North Dakota, the number is (701) 328-9921. The reward fund is supported by private donations. If you wish to donate to the RAP program, tax deductible contributions can be sent to RAP, Box 188, Valley City, ND 58072-0188.*

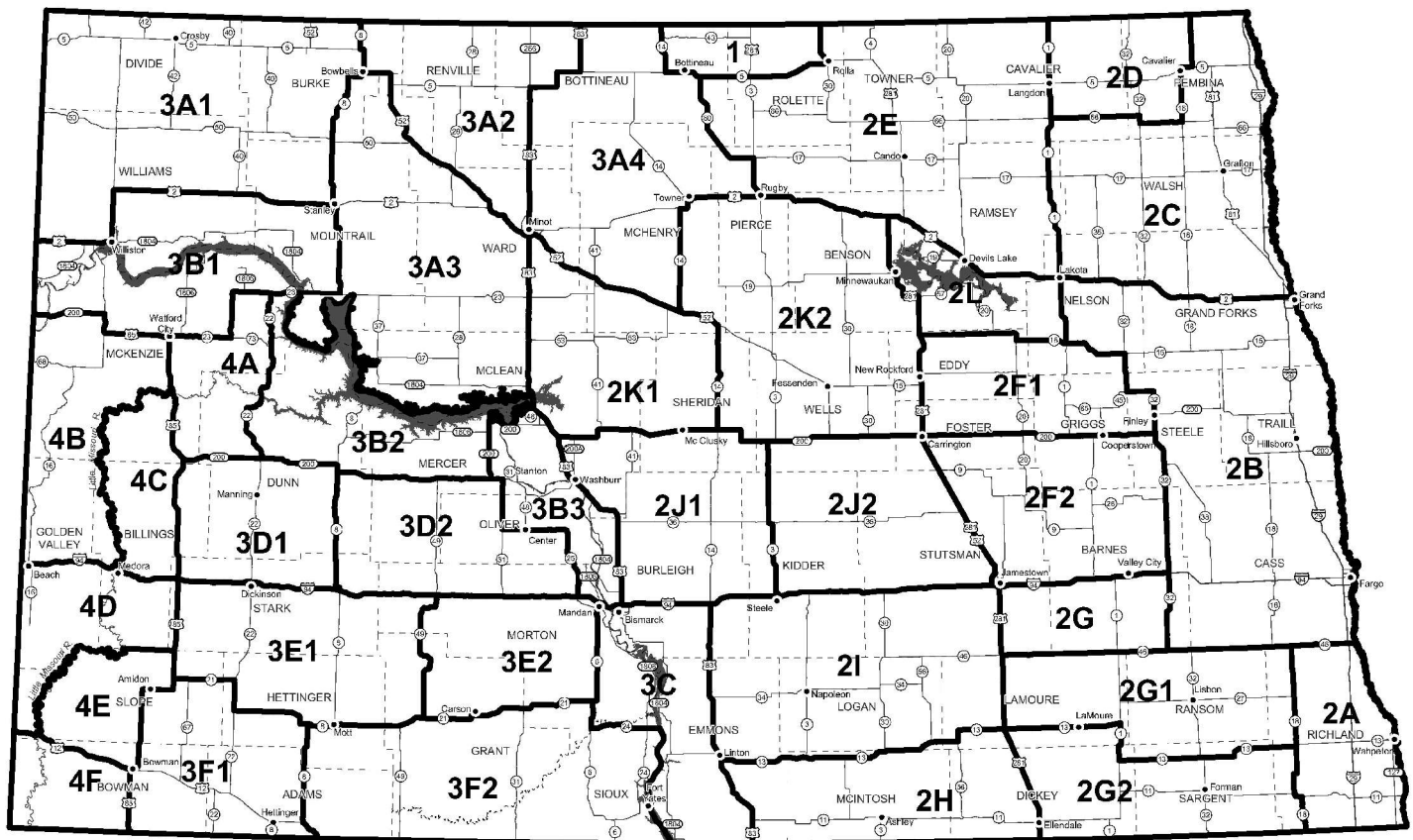
## SUNRISE AND SUNSET TIMES

The time of sunrise and sunset at Bismarck is given below. The sun rises and sets one minute later for each 12.5 miles west of Bismarck and one minute earlier for each 12.5 miles east of Bismarck.

### CENTRAL DAYLIGHT TIME

DATE	SUNRISE	SUNSET							
AUG 29	7:00	8:27	OCT 11	7:56	7:03	NOV 23	7:58	5:01	
AUG 30	7:01	8:25	OCT 12	7:57	7:01	NOV 24	7:59	5:00	
AUG 31	7:02	8:23	OCT 13	7:59	6:59	NOV 25	8:01	5:00	
SEP 1	7:03	8:21	OCT 14	8:00	6:57	NOV 26	8:02	4:59	
SEP 2	7:05	8:20	OCT 15	8:02	6:55	NOV 27	8:03	4:58	
SEP 3	7:06	8:18	OCT 16	8:03	6:53	NOV 28	8:04	4:58	
SEP 4	7:07	8:16	OCT 17	8:04	6:51	NOV 29	8:06	4:57	
SEP 5	7:09	8:14	OCT 18	8:06	6:50	NOV 30	8:07	4:57	
SEP 6	7:10	8:12	OCT 19	8:07	6:48	DEC 1	8:08	4:56	
SEP 7	7:11	8:10	OCT 20	8:09	6:46	DEC 2	8:09	4:56	
SEP 8	7:12	8:08	OCT 21	8:10	6:44	DEC 3	8:10	4:56	
SEP 9	7:14	8:06	OCT 22	8:12	6:43	DEC 4	8:11	4:55	
SEP 10	7:15	8:04	OCT 23	8:13	6:41	DEC 5	8:13	4:55	
SEP 11	7:16	8:02	OCT 24	8:14	6:39	DEC 6	8:14	4:55	
SEP 12	7:18	8:00	OCT 25	8:16	6:38	DEC 7	8:15	4:55	
SEP 13	7:19	7:58	OCT 26	8:17	6:36	DEC 8	8:16	4:55	
SEP 14	7:20	7:56	OCT 27	8:19	6:34	DEC 9	8:17	4:55	
SEP 15	7:21	7:54	OCT 28	8:20	6:33	DEC 10	8:18	4:55	
SEP 16	7:23	7:52	OCT 29	8:22	6:31	DEC 11	8:19	4:55	
SEP 17	7:24	7:50	OCT 30	8:23	6:30	DEC 12	8:19	4:55	
SEP 18	7:25	7:48	OCT 31	8:25	6:28	DEC 13	8:20	4:55	
SEP 19	7:27	7:46	NOV 1	8:26	6:27	DEC 14	8:21	4:55	
SEP 20	7:28	7:44	<b>CENTRAL STANDARD TIME</b>						
SEP 21	7:29	7:42	NOV 2	7:28	5:25	DEC 15	8:22	4:55	
SEP 22	7:31	7:40	NOV 3	7:29	5:24	DEC 16	8:23	4:56	
SEP 23	7:32	7:38	NOV 4	7:31	5:22	DEC 17	8:23	4:56	
SEP 24	7:33	7:36	NOV 5	7:32	5:21	DEC 18	8:24	4:56	
SEP 25	7:35	7:34	NOV 6	7:34	5:19	DEC 19	8:24	4:57	
SEP 26	7:36	7:32	NOV 7	7:35	5:18	DEC 20	8:25	4:57	
SEP 27	7:37	7:30	NOV 8	7:37	5:17	DEC 21	8:26	4:58	
SEP 28	7:39	7:28	NOV 9	7:38	5:15	DEC 22	8:26	4:58	
SEP 29	7:40	7:26	NOV 10	7:39	5:14	DEC 23	8:26	4:59	
SEP 30	7:41	7:24	NOV 11	7:41	5:13	DEC 24	8:27	4:59	
OCT 1	7:43	7:22	NOV 12	7:42	5:12	DEC 25	8:27	5:00	
OCT 2	7:44	7:20	NOV 13	7:44	5:11	DEC 26	8:27	5:01	
OCT 3	7:45	7:18	NOV 14	7:45	5:10	DEC 27	8:28	5:01	
OCT 4	7:47	7:16	NOV 15	7:47	5:08	DEC 28	8:28	5:02	
OCT 5	7:48	7:14	NOV 16	7:48	5:07	DEC 29	8:28	5:03	
OCT 6	7:49	7:12	NOV 17	7:50	5:06	DEC 30	8:28	5:04	
OCT 7	7:51	7:10	NOV 18	7:51	5:05	DEC 31	8:28	5:05	
OCT 8	7:52	7:08	NOV 19	7:52	5:05	JAN 1	8:28	5:06	
OCT 9	7:53	7:06	NOV 20	7:54	5:04	JAN 2	8:28	5:07	
OCT 10	7:55	7:04	NOV 21	7:55	5:03	JAN 3	8:28	5:08	
			NOV 22	7:57	5:02	JAN 4	8:28	5:09	

## 2008 DEER GUN HUNTING UNITS



All units are bounded by interstate highways, U.S. highways or North Dakota state highways as noted on the map, with the following exceptions:

- Western half of boundary between units 2F1 and 2L – Eddy County No. 1 heading east from its junction with US Highway 281 at Sheyenne to its junction with ND Highway 20.
- Boundary between units 3A3 and 3B2 – North shore of Lake Sakakawea. Except for Mathews (deTrobriand) Island and Mallard Island; all islands are part of unit 3B2. Mathews (deTrobriand) Island is part of unit 3A3.
- Boundary between units 3B2 and 3B3 – South shore of Lake Sakakawea heading west from US Highway 83 to a point on the shore directly north of where ND Highway 200 turns southward (west of Pick City), then south to ND Highway 200. Mallard Island is part of unit 3B3.
- Boundary between units 3F2 and 3C – The junction of ND Highway 6 and ND Highway 21 heading south on ND Highway 6 to the junction with ND Highway 24, then east on ND Highway 24 and continuing east to a point on the west shore of the Missouri River, then following the Missouri River shoreline south to the South Dakota border.
- Boundary between units 4B and 4C – The Little Missouri River.
- Boundary between units 4D and 4E – The northern Slope County line heading west from its junction with US Highway 85 to the Little Missouri River, then south on the Little Missouri River to US Highway 12.

### For additional hunting information visit [www.gf.nd.gov](http://www.gf.nd.gov)

The NDGFD receives federal financial assistance from the US Fish and Wildlife Service. In accordance with Title VI of the Civil Rights Act of 1964, Section 504 of the Rehabilitation Act of 1973, Title II of the Americans with Disabilities Act of 1990, the Age Discrimination Act of 1975, and Title IX of the Education Amendments of 1972, the NDGFD joins the US Department of the Interior and its Bureaus in prohibiting discrimination on the basis of race, color, national origin, age, disability, sex (in education programs or activities) and also religion for the NDGFD. If you believe you have been discriminated against in any program, activity, or facility as described above, or you desire further information, please write to: ND Game and Fish Department, Attn: Chief Administrative Services, 100 N. Bismarck Expressway, Bismarck, ND 58501-5095 or to: US Fish and Wildlife Service, Attn: Civil Rights Coordinator, 4401 N. Fairfax Drive, Mail Stop: MBSP-4020, Arlington, Virginia 22203. **If you are disabled and desire application information for hunting and fishing opportunities in this state please contact the Department at 701-328-6300.** The TTY/TTD (Relay ND) number for the hearing or speech impaired is 1-800-366-6888.



### Phone:

**800-406-6409**

In addition to the license fee(s) a service charge will be added. Service charge will vary depending on amount of transaction.



### LICENSING BY COMPUTER OR BY PHONE

#### QUICK – CONVENIENT – EASY

Purchase general licenses and apply for most lottery licenses 24 hours a day — 7 days a week.



VISA, DISCOVER AND MASTERCARD ACCEPTED.



### Website:

**[www.gf.nd.gov](http://www.gf.nd.gov)**

Regular license fees apply with no service charge added. Applicants must print out their own license. Those without a printer will receive a confirmation number to carry.